Subject: Time in milliseconds
Posted by forlano on Sun, 10 Jan 2016 22:26:51 GMT
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Hello,

do we have a way to get the current local time in millisecond?
I need a timestamp.

Thanks,
Luigi

Subject: Re: Time in milliseconds
Posted by deep on Mon, 11 Jan 2016 08:32:56 GMT
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Actually milliseconds is part of

```
typedef struct _SYSTEMTIME {
  WORD wYear;
  WORD wMonth;
  WORD wDayOfWeek;
  WORD wDay;
  WORD wHour;
  WORD wMinute;
  WORD wSecond;
  WORD wMilliseconds;
} SYSTEMTIME, *PSYSTEMTIME;
```

Use

```
 SYSTEMTIME systime;
 GetLocalTime(&systime);
```

Subject: Re: Time in milliseconds
Posted by forlano on Mon, 11 Jan 2016 08:49:47 GMT
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Great!
Thanks,
Luigi

Subject: Re: Time in milliseconds
Posted by ManfredHerr on Mon, 11 Jan 2016 14:09:42 GMT
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1. This is a windows solution only
2. Some say that the resolution is poor, i.e. 66msecs interval the same time stamp.
If you need better resolution and portability please consider Didier's offering in the forum:
high resolution TimeStop code [message #44393]

Subject: Re: Time in milliseconds
Posted by Mindtraveller on Tue, 19 Jan 2016 15:39:49 GMT
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As long as U++ moves to C++11, you may try something like

```
#include <chrono>

using namespace std::chrono;

int main() {
  auto now = system_clock::now();
  time_point<system_clock> epoch;
  microseconds ms = duration_cast<milliseconds>(now - epoch);
  microseconds hs = std::chrono::hours(1);
}
```